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1 Using the co-existence approach to achieve combined

80%

d functionality of object-oriented and relational systems
R. Ananthanarayanan , V. Gottemukkala , W. Kaefer , T. J. Lehman ,

R. Ananthanarayanan , V. Gottemukkala , W. Kaefer , T. J. Lehman H. Pirahesh

ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD international conference on Management of data June 1993 Volume 22 Issue 2

Once considered a novelty, object oriented systems have now entered the mainstream. Their impressive performance and rich type systems have created a demand for object oriented features in other areas, such as relational database systems. We believe the current efforts to combine object oriented and relational features into a single hybrid system will fall short of the mark, whereas our approach, the co-existence approach, has the distinction of requiring far less work, but ...

2 APL2OS: design considerations for a nested array file system

77%

David M. Weintraub

ACM SIGAPL APL Quote Quad , Conference proceedings on APL 90: for the future May 1990

Volume 20 Issue 4

APL2OS is an External Function for the APL2 system, designed to enable APL2 applications to access operating system files (and information about these files) in a straightforward and efficient way, using the power of APL2 syntax to maximum advantage. The design goals and approaches for APL2OS are discussed, in the

context of a summary of its features.

3 Model-driven development of Web applications: the AutoWeb

77%

d system

Piero Fraternali, Paolo Paolini

ACM Transactions on Information Systems (TOIS) October 2000

Volume 18 Issue 4

This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, information systems, and software engineering fields, adapted and blended in an original mix. The foundation of the proposal is the conceptual design of WWW applications, using HDM-lite, a notation for the specification of structure, nav ...

4 VEX: a volume exploratorium: an integrated toolkit for interactive 77%

1 volume visualization

Larry Gelberg , David Kamins , Jeff Vroom Proceedings of the 1989 Chapel Hill workshop on Volume visualization May 1989

5 Object orientation in multidatabase systems

77%

Evaggelia Pitoura, Omran Bukhres, Ahmed Elmagarmid ACM Computing Surveys (CSUR) June 1995
Volume 27 Issue 2

A multidatabase system (MDBS) is a confederation of preexisting distributed, heterogeneous, and autonomous database systems. There has been a recent proliferation of research suggesting the application of object-oriented techniques to facilitate the complex task of designing and implementing MDBSs. Although this approach seems promising, the lack of a general framework impedes any further development. The goal of this paper is to provide a concrete analysis and categorization of the various ...

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1 Volume rendering: VIZARD II: a reconfigurable interactive

80%

volume rendering system
M. Meißner , U. Kanus , G. Wetekam , J. Hirche , A. Ehlert , W.
Straßer , M. Doggett , P. Forthmann , R. Proksa
Proceedings of the conference on Graphics hardware 2002 September 2002

This paper presents a reconfigurable, hardware accelerated, volume rendering system for high quality perspective ray casting. The volume rendering accelerator performs ray casting by calculating the path of the ray through the volume using a programmable Xilinx Virtex FPGA which provides fast design changes and low cost development. Volume datasets are stored on the card in low profile DIMMs with standard connectors allowing both, large datasets up to 1 GByte with 32 bit per voxel, and easy upgr ...

2 Scalable high-speed prefix matching

80%

Marcel Waldvogel, George Varghese, Jon Turner, Bernhard Plattner ACM Transactions on Computer Systems (TOCS) November 2001 Volume 19 Issue 4

Finding the longest matching prefix from a database of keywords is an old problem with a number of applications, ranging from dictionary searches to advanced memory management to computational geometry. But perhaps today's most frequent best

matching prefix lookups occur in the Internet, when forwarding packets from router to router. Internet traffic volume and link speeds are rapidly increasing; at the same time, a growing user population is increasing the size of routing tables against which p

3 High-speed policy-based packet forwarding using efficient

80%

multi-dimensional range matching

T. V. Lakshman, D. Stiliadis

ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '98 conference on Applications, technologies, architectures, and protocols for computer communication October 1998

Volume 28 Issue 4

The ability to provide differentiated services to users with widely varying requirements is becoming increasingly important, and Internet Service Providers would like to provide these differentiated services using the same shared network infrastructure. The key mechanism, that enables differentiation in a connectionless network, is the packet classification function that parses the headers of the packets, and after determining their context, classifies them based on administrative policies or re ...

4 Interconnect design for deep submicron ICs

80%

- Jason Cong, Zhigang Pan, Lei He, Cheng-Kok Koh, Kei-Yong Khoo Proceedings of the 1997 IEEE/ACM international conference on Computer-aided design November 1997
- **5** Partial-sum queries in OLAP data cubes using covering codes

80%

- Ching-Tien Ho , Jehoshua Bruck , Rakesh Agrawal
 Proceedings of the sixteenth ACM SIGACT-SIGMOD-SIGART
 symposium on Principles of database systems May 1997
- **6** Session 12: Novel modeling techniques for RTL power estimation 77%
- Michael Eiermann, Walter Stechele
 Proceedings of the 2002 international symposium on Low power electronics and design August 2002

In this work, we propose efficient macromodeling techniques for RTL power estimation, based only on word and bit level switching information of the module inputs. We present practicable combinactions of these two properties for the construction of power macro-models. It is demonstrated, that our developed models reduce the estimation error compared to the Hamming-distance model at least by 64%. The total average errors (compared to PowerMill) achieved over a wide range of test

modules and input ...

7 Curves and Surfaces: Hierarchical extraction of iso-surfaces with 77% semi-regular meshes

Kai Hormann , Ulf Labsik , Martin Meister , Gunther Greiner Proceedings of the seventh ACM symposium on Solid modeling and applications June 2002

In this paper we present a novel approach to iso-surface extraction which is based on a multiresolution volume data representation and hierarchically approximates the iso-surface with a semi-regular mesh. After having generated a hierarchy of volumes, we extract the iso-surface from the coarsest resolution with a standard Marching Cubes algorithm, apply a simple mesh decimation strategy to improve the shape of the triangles, and use the result as a base mesh. Then we iteratively fit the mesh to ...

A compiler approach to fast hardware design space exploration in 77%

FPGA-based systems

Byoungro So , Mary W. Hall , Pedro C. Diniz ACM SIGPLAN Notices , Proceeding of the ACM SIGPLAN 2002 Conference on Programming language design and implementation May 2002

Volume 37 Issue 5

The current practice of mapping computations to custom hardware implementations requires programmers to assume the role of hardware designers. In tuning the performance of their hardware implementation, designers manually apply loop transformations such as loop unrolling. designers manually apply loop transformations. For example, loop unrolling is used to expose instruction-level parallelism at the expense of more hardware resources for concurrent operator evaluation. Because unrolling also inc ...

9 Hatching and shading: Lumo: illumination for cel animation

77%

Scott F. Johnston

Proceedings of the second international symposium on Non-photorealistic animation and rendering June 2002

A method is presented to approximate lighting on 2D drawings. The specific problem solved is the incorporation of 2D cel animation into live-action scenes, augmenting the existing method of drawn "rims and tones" with subtle environmental illumination. The image-based tools developed to solve the problem have both photorealistic and non-photorealistic applications.

77% 10 A high performance routing engine T. D. Spiers , D. A. Edwards 24th ACM/IEEE conference proceedings on Design automation conference October 1987 A hardware architecture for implementing Lee based routing algorithms is described. The design features hardware implementations of the main data structures and parallelism among a number of specialised processing elements. An engine based on this architecture has been constructed which executes a sophisticated cost-based algorithm 40 times faster than a VAX 11/780. 77% 11 Isosurfacing in higher dimensions Praveen Bhaniramka, Rephael Wenger, Roger Crawfis Proceedings of the conference on Visualization '00 October 2000 77% 12 VEX: a volume exploratorium: an integrated toolkit for interactive volume visualization Larry Gelberg, David Kamins, Jeff Vroom Proceedings of the 1989 Chapel Hill workshop on Volume visualization May 1989 13 Exact and approximation algorithms for clustering 77% Pankaj K. Agarwal , Cecilia M. Procopiuc Proceedings of the ninth annual ACM-SIAM symposium on Discrete algorithms January 1998 14 A methodology for power efficient partitioning of data-dominated 77% algorithm specifications within performance constraints K. Masselos , K. Danckaert , F. Catthoor , C. E. Goutis , H. DeMan Proceedings 1999 international symposium on Low power electronics and design August 1999 15 Content-based retrieval using heuristic search 77% Dimitris Papadias, Marios Mantzourogiannis, Panos Kalnis, Nikos Mamoulis, Ishfaq Ahmad Proceedings of the 22nd annual international ACM SIGIR conference on Research and development in information retrieval August 1999 77% **16** A glimpse of expert programmers' mental imagery Marian Petre , Alan F. Blackwell Papers presented at the seventh workshop on Empirical studies of

programmers October 1997

17 A 3-D contextual shading method for visualization of diecasting 77% defects
Shao-Chiung Lu , A. B. Rebello , D. H. Cui , R. Yagel , R. A. Miller , G. L. Kinzel
Proceedings of the conference on Visualization '96 October 1996

18 Volume tracking 77%

☐ Deborah Silver , X. Wang
Proceedings of the conference on Visualization '96 October 1996

19 Direct volume rendering with shading via three-dimensional 77% textures
Allen Van Gelder , Kwansik Kim
Proceedings of the 1996 symposium on Volume visualization October 1996

20 Teaching Ada by the book (panel): the pedagogy of Ada in CS1 77%

John W. McCormick

Proceedings of the conference on TRI-Ada '93 October 1993

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21 Adaptive precision in texture mapping

77%

Andrew Glassner

ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual conference on Computer graphics and interactive techniques August 1986

Volume 20 Issue 4

22 Applications of the fusion tree method to computational

77%

 $lacktrel{d}$ geometry and searching

Dan E. Willard

Proceedings of the third annual ACM-SIAM symposium on Discrete algorithms September 1992

23 Use of genetic algorithms for optimization in digital control of

77%

dynamic systems

Rajeshwar Prasad Srivastava

Proceedings of the 1992 ACM annual conference on Communications April 1992

This paper presents a method to optimize proportional-integral-derivative (PID) control parameters, given a discrete model of the controlled process. This method is based on Holland's genetic algorithm (GA). It does not require a mathematical model of the controller to represent its dynamic behavior. It gives a solution that is not only optimal but also

behavior. It gives a solution that is not only optimal but also meets engineering constraints. Genetic algorithms do a global search without derivatives for points in a multi-dimensional search space. Th ...

24 Three-dimensional medical imaging: algorithms and computer 77% systems

M. R. Stytz , G. Frieder , O. Frieder ACM Computing Surveys (CSUR) December 1991 Volume 23 Issue 4

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Supporting heterogeneous data import for data visualization 82% R. Ford , R. Thompson , D. Thompson Proceedings of the 1995 ACM symposium on Applied computing February 1995

2 SUGAR: A high-level programming language for geographical 80% analysis and mapping

Mark P. Kriger

The papers of the ACM symposium on Graphic languages April 1976 This paper presents the recently designed interactive computer language for cartography called SUGAR. It is intended for use by non-computer specialists, especially geographers, city planners and landscape architects to make maps by computer. The syntax given is based on English key words with a grammar easily understood by specialists with a non-mathematical background. Different keyword dialects for SUGAR are being designed for different cartographic applications within the basic syntax. ...

3 A design automation system for electronic switching systems

T. Hosaka , K. Ueda , H. Matsuura

Proceedings of the eighteenth design automation conference on

Design automation June 1981

This paper describes the development and operation experience of

80%

NTT's design automation (DA) system for analog/digital switching systems. The DA system is composed of several subsystems, such as logic design, physical design, documentation and manufacturing data conversion programs, organized around the centralized data base management system. By using this system, hardware standardization and products compatibility among different manufacturers have been achieved. Th ...

4 Tutorial: The relational data model for Design Automation

80%

Mark N. Haynie

Proceedings of the twentieth design automation conference on Design automation June 1983

The relational data model has gained more acceptance in the commercial database environment in recent years. It is now finding its way into the Design Automation (CAD/CAM) area. This tutorial explains what the relational data model is and how database management systems based on it can be used with Design Automation applications.

5 Representation of contours and regions for efficient computer

80%

search

R. D. Merrill

Communications of the ACM February 1973

Volume 16 Issue 2

A novel computer-searchable representation for the three basic pictorial features, contour maps, region coverage, and line structures, is described. The representation, which has practical storage requirements, provides a rapid means of searching large files for data associated with geometric position as well as with attribute value. An application of this representation to handling terrain information illustrates its utility. The algebraic properties of the data structure make it computati ...

Model-driven development of Web applications: the AutoWeb

80%

system

Piero Fraternali, Paolo Paolini

ACM Transactions on Information Systems (TOIS) October 2000 Volume 18 Issue 4

This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, information systems, and software engineering fields, adapted and blended in an original mix. The foundation of the proposal is the conceptual design of WWW applications, using

HDM-lite, a notation for the specification of structure, nav ...

7 An object-based infrastructure for program monitoring and

80%

d steering

Greg Eisenhauer , Karsten Schwan Proceedings of the SIGMETRICS symposium on Parallel and distributed tools August 1998

8 SmartFiles: an OO approach to data file interoperability

80%

Matthew Haines , Piyush Mehrotra , John Van Rosendale ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications October 1995
Volume 30 Issue 10

9 Experiments with a gigabit neuroscience application on the CM-2 80%

T. T. Kwan , J. A. Terstriep
Proceedings of the 1993 ACM/IEEE conference on Supercomputing
December 1993

10 Undergraduate research in computer sciences: Real time computerized expressway traffic control in the Chicago area

77%

R. J. Lewis

Proceedings of the twentieth national conference August 1965 MANY URBAN and metropolitan areas have surface street networks, expressway, and high-speed road systems that are adequate for normal operation, but which become congested during the peak demands imposed by commuter travel. Since peak demand occurs only for short periods of about four hours a day, it is not economical to increase road capacity by more road construction even if this is possible. A more economical approach is to design an automated information and control system that will impr ...

11 A " Dogleg" channel router

77%

d David N. Deutsch

The proceedings of the thirteenth design automation conference on Design automation June 1976

This paper presents an algorithm for interconnecting two sets of terminals across an intervening channel. It is assumed that the routing is done on two distinct levels with all horizontal paths being assigned to one level and all vertical paths to the other. Connections between the levels are made through contact windows. A single net may result in many horizontal and vertical

segments. Experimental results indicate that this algorithm is very successful in routing channels that contain sev ...

12 Correction and wiring check-system for master-slice LSI

77%

Yasuhiro Ikemoto , Toshiki Sugiyama , Kenichi Igarashi , Hiroshi Kano The proceedings of the thirteenth design automation conference on Design automation June 1976

A Computer Aided Design (CAD) system for bipolar logic LSI based on master-slice method, has been developed. During every phase of designing LSI, various errors are prone to occur. These errors are mostly detected after having actually manufacturing the LSI. The main purpose of this CAD system is as follows: 1. Error-free design. 2. Lower design cost. 3. Shorter design cycles. This paper mainly describes two systems, one for ...

13 Module design verification system

77%

A Lloyd Wilkins

21st Proceedings of the Design Automation Conference on Design automation June 1984

Module Design Verification System (MDVS) was developed to handle the extremely large volume and complexity of multilayered ceramic substrate designs, which makes them highly prone to design errors and data management problems. MDVS consists of a substrate design database with its own part number catalog and the ability to absorb Engineering Design System (EDS) wiring to become a full module database. Under MDVS runs a complement of electrical and physical applications ...

14 SLIC - symbolic layout of integrated circuits

77%

D. Gibson , S. Nance

Papers on Twenty-five years of electronic design automation June 1988

15 A " DOGLEG" channel router

77%

D. N. Deutsch

Papers on Twenty-five years of electronic design automation June 1988

16 Industrial sessions: big data: The SDSS skyserver: public access 77%

d to the sloan digital sky server data

Alexander S. Szalay , Jim Gray , Ani R. Thakar , Peter Z. Kunszt , Tanu Malik , Jordan Raddick , Christopher Stoughton , Jan vandenBerg

Proceedings of the ACM SIGMOD international conference on

Management of data June 2002

The SkyServer provides Internet access to the public Sloan Digital Sky Survey (SDSS) data for both astronomers and for science education. This paper describes the SkyServer goals and architecture. It also describes our experience operating the SkyServer on the Internet. The SDSS data is public and well-documented so it makes a good test platform for research on database algorithms and performance.

17 Virtual extension: Java distributed objects for numerical

77%

d visualization in VisAD

William Hibbard, Curtis Rueden, Steve Emmerson, Tom Rink, David Glowacki , Tom Whittaker , Don Murray , David Fulker , John Anderson

The scientific world is evolving to require more collaboration among different institutions and disciplines. Understanding long-term changes in the Earth environment, for example, requires models that integrate disciplines such as meteorology, oceanography, hydrology (rivers and groundwater), soil science and geology. During the past 15 years, scientists have started sharing data using FTP and software on the Internet, but collaborative work and more routine data sharing require a new kind of sc ...

18 Programming languages for computer music synthesis,

77%

performance, and composition Gareth Loy, Curtis Abbott ACM Computing Surveys (CSUR) June 1985

Volume 17 Issue 2

The development of formal, descriptive, and procedural notations has become a practical concern within the field of music now that computers are being applied to musical tasks. Music combines the real-time demands of performance with the intellectual demands of highly developed symbolic systems that are quite different from natural language. The richness and variety of these demands makes the programming language paradigm a natural one in the musical application of computers. This paradigm ...

19 Kizamu: a system for sculpting digital characters

77%

Ronald N. Perry, Sarah F. Frisken Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

This paper presents Kizamu, a computer-based sculpting system for creating digital characters for the entertainment industry. Kizamu incorporates a blend of new algorithms, significant technical advances, and novel user interaction paradigms into a system that is both powerful and unique.

To meet the demands of high-end digital character design, Kizamu addresses three requirements posed to us by a major production studio. First, animators and artists want digital clay — a ...

20 Scientific visualization of water quality in the Chesapeake Bay
Robert Stein , Alan M. Shih , M. Pauline Baker , Carl F. Cerco , Mark
R. Noel
Proceedings of the conference on Visualization '00 October 2000

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21 Immersive virtual reality for visualizing flow through an artery 77% Andrew S. Forsberg, David H. Laidlaw, Andries van Dam, Robert M. Kirby, George E. Karniadakis, Jonathan L. Elion Proceedings of the conference on Visualization '00 October 2000

22 Building a World-Wide virtual machine based on web and HPCC 77% technologies

Kivanc Dincer , Geoffrey C. Fox

Proceedings of the 1996 ACM/IEEE conference on Supercomputing (CDROM) November 1996

In today's high performance computing arena, there is a strong trend toward building virtual computers from heterogeneous resources on a network. In this paper we describe our experiences in building a world-wide virtual machine (WWVM) based on emerging Web and existing HPCC technologies. We have constructed a Web-based parallel/distributed programming environment on top of this machine demonstrating MPI and PVM message-passing programs and High Performance Fortran programs. Alternatively, ...

23 Statistical programs for the IBM 650— Part II

II 77%

John W. Hamblen
Communications of the ACM October 1959

Volume 2 Issue 10

24 Information systems curriculum recommendations for the 80s: 77%

d undergraduate and graduate programs Jay F. Nunamaker, J. Daniel Couger, Gordon B. Davis Communications of the ACM November 1982

Volume 25 Issue 11

The recommendations of the 1972 and 1973 ACM Curriculum Committee on Information Systems programs have been influential in the development of degree programs at the bachelor's, master's, and doctoral levels. The earlier curriculum has been revised and updated based on advances in the field over the past nine years. The report discusses the continuing need for education related to the definition, analysis, design, construction, and management of information systems in organizations. The stru

25 A case study of synthesis for industrial-scale analog IP: redesign 77% d of the equalizer/filter frontend for an ADSL CODEC Rodney Phelps, Michael J. Krasnicki, Rob A. Rutenbar, L. Richard Carley, James R. Hellums

Proceedings of the 37th conference on Design automation June 2000 A persistent criticism of analog synthesis techniques is that they cannot cope with the complexity of realistic industrial designs, especially system-level designs. We show how recent advances in simulation-based synthesis can be augmented, via appropriate macromodeling, to attack complex analog blocks. To support this claim, we resynthesize from scratch, in several different styles, a complex equalizer/filter block from the frontend of a commercial ADSL CODEC, and verify by full si ...

77% **26** The Diesel Combustion Collaboratory: combustion researchers d collaborating over the Internet Carmen M. Pancerella, Larry A. Rahn, Christine L. Yang Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM) January 1999

77% **27** Using coordination for cooperative constraint solving Farhad Arbab, Eric Monfroy Proceedings of the 1998 ACM symposium on Applied Computing February 1998

77% 28 VEX: a volume exploratorium: an integrated toolkit for

interactive volume visualization

Larry Gelberg , David Kamins , Jeff Vroom Proceedings of the 1989 Chapel Hill workshop on Volume visualization May 1989

29 Parallel Computing Using Linux

77%

Manu Konchady

Linux Journal January 1998

various classes of problems lend themselves to parallel computing solutions. This article discusses the concepts and shows how Linux can be used to address the problem

30 Multiple representations in GIS: materialization through map

77%

generalization, geometric, and spatial analysis operations
Clodoveu A. Davis, Alberto H. F. Laender
Proceedings of the seventh ACM international symposium on
Advances in geographic information systems November 1999

31 Describing free-form 3D surfaces for animation

77%

Eben Ostby

Proceedings of the 1986 workshop on Interactive 3D graphics January 1987

A system for interactively describing and modifying free-form surfaces is presented. The system is based on the use of bicubic patches. Although it is not a full-fledged mechanical CAD system, it has been used to construct complex surface descriptions. It is also useful as a testbed for further experimentation.

32 Mars: runtime support for coordinated applications

77%

- Neal Sample, Carl Bartlett, Matthew Haines
 Proceedings of the 1999 ACM symposium on Applied computing
 February 1999
- 77%

33 PELLPACK: a problem-solving environment for PDE-based applications on multicomputer platforms E. N. Houstis , J. R. Rice , S. Weerawarana , A. C. Catlin , P.

Papachiou , K.-Y. Wang , M. Gaitatzes ACM Transactions on Mathematical Software (TOMS) March 1998

Volume 24 Issue 1

The article presents the software architecture and implementation of the problem-solving environment (PSE) PELLPACK for modeling physical objects described by partial differential equations (PDEs). The scope of this PSE is broad, as PELLPACK incorporates many PDE solving systems, and some of these, in turn, include several specific PDE solving methods. Its coverage for 1D, 2D. and 3D

elliptic or parabolic problems is quite broad, and it handles some hyperbolic problems, Since a PSE should p ...

34 Practical experience in the numerical dangers of heterogeneous 77% computing

L. S. Blackford, A. Cleary, A. Petitet, R. C. Whaley, J. Demmel, I. Dhillon, H. Ren, K. Stanley, J. Dongarra, S. Hammarling ACM Transactions on Mathematical Software (TOMS) June 1997 Volume 23 Issue 2

Special challenges exist in writing reliable numerical library software for heterogeneous computing environments. Although a lot of software for distributed-memory parallel computers has been written, porting this software to a network of workstations requires careful consideration. The symptoms of heterogeneous computing failures can range from erroneous results without warning to deadlock. Some of the problems are straightforward to solve, but for others the solutions are not so obvious, ...

35 Synthesis tools for mixed-signal ICs: progress on frontend and

77%

d backend strategies

L. Richard Carley , Georges G. E. Gielen , Rob A. Rutenbar , Willy M.

C. Sansen

Proceedings of the 33rd annual conference on Design automation conference June 1996

36 Software architecture styles as graph grammars

77%

Daniel Le Métayer

ACM SIGSOFT Software Engineering Notes , Proceedings of the 4th ACM SIGSOFT symposium on Foundations of software engineering October 1996

Volume 21 Issue 6

We present a formalism for the definition of software architectures in terms of graphs. Nodes represent the individual agents and edges define their interconnection. Individual agents can communicate only along the links specified by the architecture. The dynamic evolution of the overall architecture is defined independently by a 'coordinator'. An architecture style is a class of architectures characterised by a graph grammar. The rules of the coordinator are statically checked to ensure that th ...

37 Simulating facial surgery using finite element models

Rolf M. Koch , Markus H. Gross , Friedrich R. Carls , Daniel F. von Büren , George Fankhauser , Yoav I. H. Parish Proceedings of the 23rd annual conference on Computer graphics and

77%

interactive techniques August 1996

38 Scalability issues in enhancement of the MAGTF tactical warfare 77% simulation system
Curtis L. Blais
Proceedings of the 27th conference on Winter simulation December 1995

39 A comparison of two methods for advancing time in parallel 77% discrete event simulation Anthony P. Galluscio , John T. Douglass , Brian A. Malloy , A. Joe Turner Proceedings of the 27th conference on Winter simulation December 1995

40 A parallel distributed simulation of a large-scale PCS network: 77% keeping secrets
Brian A. Malloy , Albert T. Montroy
Proceedings of the 27th conference on Winter simulation December 1995

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41 Extending high performance Fortran for the support of unstructured computations Andreas Müller, Roland Rühl Proceedings of the 9th international conference on Supercomputing July 1995	77%	
42 The geographic information systems (GIS) standards infrastructure Henry Tom StandardView September 1994 Volume 2 Issue 3	77%	
43 Using a shot clock to design an efficient parallel distributed simulation John T. Douglass , Brian A. Malloy Proceedings of the 26th conference on Winter simulation December 1994	77%	
44 The SEQUOIA 2000 storage benchmark Michael Stonebraker , Jim Frew , Kenn Gardels , Jeff Meredith ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD international conference on Management of data June 1993 Volume 22 Issue 2	77%	

This paper presents a benchmark that concisely captures the data base requirements of a collection of Earth Scientists working in the SEQUOIA 2000 project on various aspects of global change research. This benchmark has the novel characteristic that it uses real data sets and real queries that are representative of Earth Science tasks. Because it appears that Earth Science problems are typical of the problems of engineering and scientific DBMS users, we claim that this benchmark represents ...

45 Reality Engine graphics

77%

Murt Akeley

Proceedings of the 20th annual conference on Computer graphics and interactive techniques September 1993

46 Information systems security design methods: implications for

77%

information systems development

Richard Baskerville

ACM Computing Surveys (CSUR) December 1993

Volume 25 Issue 4

The security of information systems is a serious issue because computer abuse is increasing. It is important, therefore, that systems analysts and designers develop expertise in methods for specifying information systems security. The characteristics found in three generations of general information system design methods provide a framework for comparing and understanding current security design methods. These methods include approaches that use checklists of controls, divide functional req ...

47 NPSNET: constructing a 3D virtual world

77%

- Michael J. Zyda, David R. Pratt, James G. Monahan, Kalin P. Wilson Proceedings of the 1992 symposium on Interactive 3D graphics June 1992
- 48 SGISL: a distributed computational environment supporting

77%

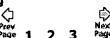
d environmental and ecological research

Ray Ford

Proceedings of the 1992 ACM annual conference on Communications April 1992

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Proceedings of the 1998 EUROGRAPHICS/SIGGRAPH workshop on

Graphics hardware August 1998

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M. Meißner , U. Kanus , G. Wetekam , J. Hirche , A. Ehlert , W. Straßer , M. Doggett , P. Forthmann , R. Proksa

Proceedings of the conference on Graphics hardware 2002 September 2002

This paper presents a reconfigurable, hardware accelerated, volume rendering system for high quality perspective ray casting. The volume rendering accelerator performs ray casting by calculating the path of the ray through the volume using a programmable Xilinx Virtex FPGA which provides fast design changes and low cost development. Volume datasets are stored on the card in low profile DIMMs with standard connectors allowing both, large datasets up to 1 GByte with 32 bit per voxel, and easy upgr ...

3 Hatching and shading: Lumo: illumination for cel animation

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Scott F. Johnston

Proceedings of the second international symposium on

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Non-photorealistic animation and rendering June 2002

A method is presented to approximate lighting on 2D drawings. The specific problem solved is the incorporation of 2D cel animation into live-action scenes, augmenting the existing method of drawn "rims and tones" with subtle environmental illumination. The image-based tools developed to solve the problem have both photorealistic and non-photorealistic applications.

4 VEX: a volume exploratorium: an integrated toolkit for interactive 77%

volume visualization
Larry Gelberg , David Kamins , Jeff Vroom
Proceedings of the 1989 Chapel Hill workshop on Volume visualization
May 1989

5 Texture mapping 3D models of real-world scenes

77%

Frederick M. Weinhaus, Venkat Devarajan
ACM Computing Surveys (CSUR) December 1997
Volume 29 Issue 4

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

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Stanley Y. W. Su , Jozo Dujmovic , D. S. Batory , S. B. Navathe , Richard Elnicki

ACM Transactions on Database Systems (TODS) September 1987 Volume 12 Issue 3

This paper describes a general cost-benefit decision model that is applicable to the evaluation, comparison, and selection of alternative products with a multiplicity of features, such as complex computer systems. The application of this model is explained and illustrated using the selection of data management systems as an example. The model has the following features: (1) it is mathematically based on an extended continuous logic and a theory of complex criteria; (2) the decisi ...

6 Representation of contours and regions for efficient computer

80%

d search

R. D. Merrill

Communications of the ACM February 1973

Volume 16 Issue 2

A novel computer-searchable representation for the three basic pictorial features, contour maps, region coverage, and line structures, is described. The representation, which has practical storage requirements, provides a rapid means of searching large files for data associated with geometric position as well as with attribute value. An application of this representation to handling terrain information illustrates its utility. The algebraic properties of the data structure make it computati ...

7 SmartFiles: an OO approach to data file interoperability
Matthew Haines, Piyush Mehrotra, John Van Rosendale
ACM SIGPLAN Notices, Proceedings of the tenth annual conference
on Object-oriented programming systems, languages, and
applications October 1995

Volume 30 Issue 10

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8 The i860TM 64-bit supercomputing microprocessor

77%

L. Kohn, N. Margulis
Proceedings of the 1989 ACM/IEEE conference on Supercomputing
August 1989

The Intel i860TM processor is a RISC-based microprocessor incorporating a RISC core with memory management, a floating point unit, and caches on a single chip. The 1,000,000 transistors allow a single chip implementation with highly optimized interunit communication and wide internal data buses. The parallelism and pipelining between the execution units, and the innovative cache management techniques are under explicit control of software.

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Performance evaluation: Concepts of a data base simulation

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Peter Scheuermann

Proceedings of the 1977 international conference on Management of data August 1977

Performance modelling of data base systems requires taking into consideration the complex interactions between the different physical design parameters and the system workload parameters. In order to facilitate a data base designer in evaluating various implementation strategies, a simulation language is presented which has three distinct components (1) data definition (2) query definition and (3) mapping to storage definition. A number of features characterize this type of descriptive mechanism ...

10 Computer simulation of high-speed impact response of

77%

d composites

Scott Langlie , Wing Cheng , Ilhan Dilber Proceedings of the 1990 ACM/IEEE conference on Supercomputing November 1990

This paper shares some of our experiences in the use of a supercomputer to facilitate the analysis and design of high velocity impact process in composite systems, and also in the benefits of color animation of the results on a MacIntosh computer. The calculations were carried out on a CRAY-2 using an impact model developed for high velocity impact/penetration of fiber-reinforced layered composites. The model is built on a continuum approach and includes a basic orthotropic constitutive material ...

11 Virtual extension: Java distributed objects for numerical

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d visualization in VisAD

William Hibbard, Curtis Rueden, Steve Emmerson, Tom Rink, David Glowacki , Tom Whittaker , Don Murray , David Fulker , John Anderson

The scientific world is evolving to require more collaboration among different institutions and disciplines. Understanding long-term changes in the Earth environment, for example, requires models that integrate disciplines such as meteorology, oceanography, hydrology (rivers and groundwater), soil science and geology. During the past 15 years, scientists have started sharing data using FTP and software on the Internet, but collaborative work and more routine data sharing require a new kind of sc ...

12 Kizamu: a system for sculpting digital characters

77%

Ronald N. Perry , Sarah F. Frisken
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

This paper presents Kizamu, a computer-based sculpting system for creating digital characters for the entertainment industry. Kizamu incorporates a blend of new algorithms, significant technical advances, and novel user interaction paradigms into a system that is both powerful and unique.

To meet the demands of high-end digital character design, Kizamu addresses three requirements posed to us by a major production studio. First, animators and artists want digital clay — a ...

13 Scientific visualization of water quality in the Chesapeake Bay
Robert Stein , Alan M. Shih , M. Pauline Baker , Carl F. Cerco , Mark
R. Noel
Proceedings of the conference on Visualization '00 October 2000

14 Remarks on algorithm 32: multint: certification of algorithm 32 77% K. S. Kölbig Communications of the ACM December 1968 Volume 11 Issue 12

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J. Grad , M. A. Brebner

Communications of the ACM December 1968
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Gerhard Zielke Communications of the ACM February 1968 Volume 11 Issue 2

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John Morris

Communications of the ACM February 1968 Volume 11 Issue 2

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distributed data

D. B. Hunter

Communications of the ACM February 1968

Volume 11 Issue 2

77% 23 A spatial hierarchical compression method for 3D streaming

animation

Toshiki Hijiri , Kazuhiro Nishitani , Tim Cornish , Toshiya Naka , Shigeo Asahara

Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML) February 2000

When distributing 3D contents real-time over a network with a narrow bandwidth such as a telephone line, methods for streaming and data compression can be considered indispensable. In previous work, we made possible the real-time streaming of 3D animation data on a network with a narrow bandwidth such as a telephone line by partitioning motion data for humanoid characters (data

obtained by motion capture, for example full frame data at 30 frames/sec) into packets and then carrying ...

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Clodoveu A. Davis, Alberto H. F. Laender
Proceedings of the seventh ACM international symposium on
Advances in geographic information systems November 1999

26 Describing free-form 3D surfaces for animation

77%

Eben Ostby
Proceedings of the 1986 workshop on Interactive 3D graphics January
1987

A system for interactively describing and modifying free-form surfaces is presented. The system is based on the use of bicubic patches. Although it is not a full-fledged mechanical CAD system, it has been used to construct complex surface descriptions. It is also useful as a testbed for further experimentation.

27 Supporting heterogeneous data import for data visualization 77% R. Ford , R. Thompson , D. Thompson Proceedings of the 1995 ACM symposium on Applied computing February 1995

28 Using semantic values to facilitate interoperability among 77% heterogeneous information systems

heterogeneous information systems
Edward Sciore, Michael Siegel, Arnon Rosenthal
ACM Transactions on Database Systems (TODS) June 1994
Volume 19 Issue 2

Large organizations need to exchange information among many separately developed systems. In order for this exchange to be useful, the individual systems must agree on the meaning of their exchanged data. That is, the organization must ensure semantic interoperability. This paper provides a theory of semantic values as a unit of exchange that facilitates semantic interoperability between heterogeneous information systems. We show how semantic values can ei ...

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M Kurt Akeley

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